SEA SPELLER™

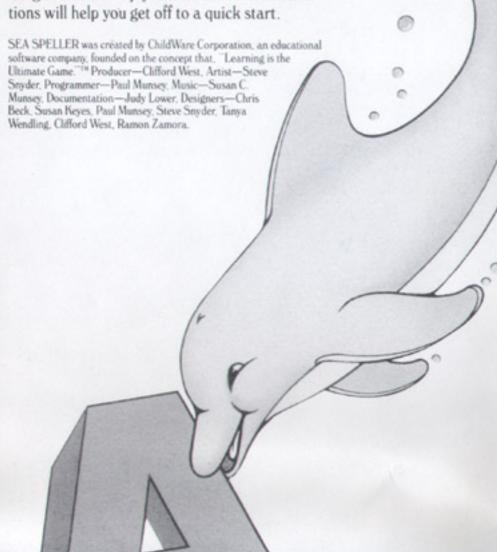# Fisher-Price™

# PARENTS

SEA SPELLER™ is a fast-paced word adventure that strengthens spelling and vocabulary skills. Youngsters are challenged to select various letter combinations from the ocean floor to create numerous words on a submarine billboard. As three, four, and five letter words are created, points are rewarded and the sub descends to deeper and darker depths.

FISHER-PRICE™ Learning Software is designed to make it easy for children to learn through creative play, needing little more than imagination and a joystick. These brief instructions will help you get off to a quick start.

SEA SPELLER was created by ChildWare Corporation, an educational software company, founded on the concept that, "Learning is the Ultimate Game."™ Producer—Clifford West. Artist—Steve Snyder. Programmer—Paul Munsey. Music—Susan C. Munsey. Documentation—Judy Lower. Designers—Chris Beck, Susan Keyes, Paul Munsey, Steve Snyder, Tanya Wendling, Clifford West, Ramon Zamora.

## HOW DO I START?

- Be sure the computer is turned off.
- Plug in the joystick. (Use Port 2 for Commodore 64)
- Insert the cartridge into the slot. Be sure the label faces you.
- Turn on the television or monitor and the computer.
- After playing, be sure the computer is turned off before removing the cartridge.

## ONE OR TWO PLAYERS?

You can play SEA SPELLER with 1 or 2 players. On the opening screen, there is a 1 in the upper right corner, indicating the one player option. In the 2 player mode, you and your partner will take turns making a shared score.

Move the joystick up or down to change between the 1 and 2 player modes. Choose 1 or 2 and press the joystick button.*

## HOW DO I WIN?

Beat your highest score by making as many words as possible and reach the ocean floor before the sub runs out of air. If you have any leftover air at the end of the game, you will be awarded bonus points. Your air supply is located on the sub and your score is found in the upper left corner.

# WHAT DO I DO?

1. Guide the dolphin to a letter sponge by using the joystick.
2. Pick up a letter combination by pressing the joystick button.*
3. Guide the dolphin to the sub and the letters will automatically pop up to form words on the billboard.
4. As words are made, lights in the sub will go on. When all the lights are on, the sub will descend to the next level.

# HINTS

- Try to create more than one word using one letter sponge. This saves time and air!
- Press the [F7] key (press the [✳] button for Coleco) to freeze the game at any time. Move the joystick to play again.
- Hidden in the ocean depths are ¨magic¨ words. If you create one of them, you will automatically descend to the next level. These ¨magic¨ words all relate to the ocean in some way.

*(Press any button except the [✳] button for Coleco)